



# Teaching the Aesthetics of Game Audio Design

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**GDC EDUCATION**  
SUMMIT

**GAME DEVELOPERS CONFERENCE®**

MOSCONE CENTER · SAN FRANCISCO, CA

MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015















# Hell's Kitchen















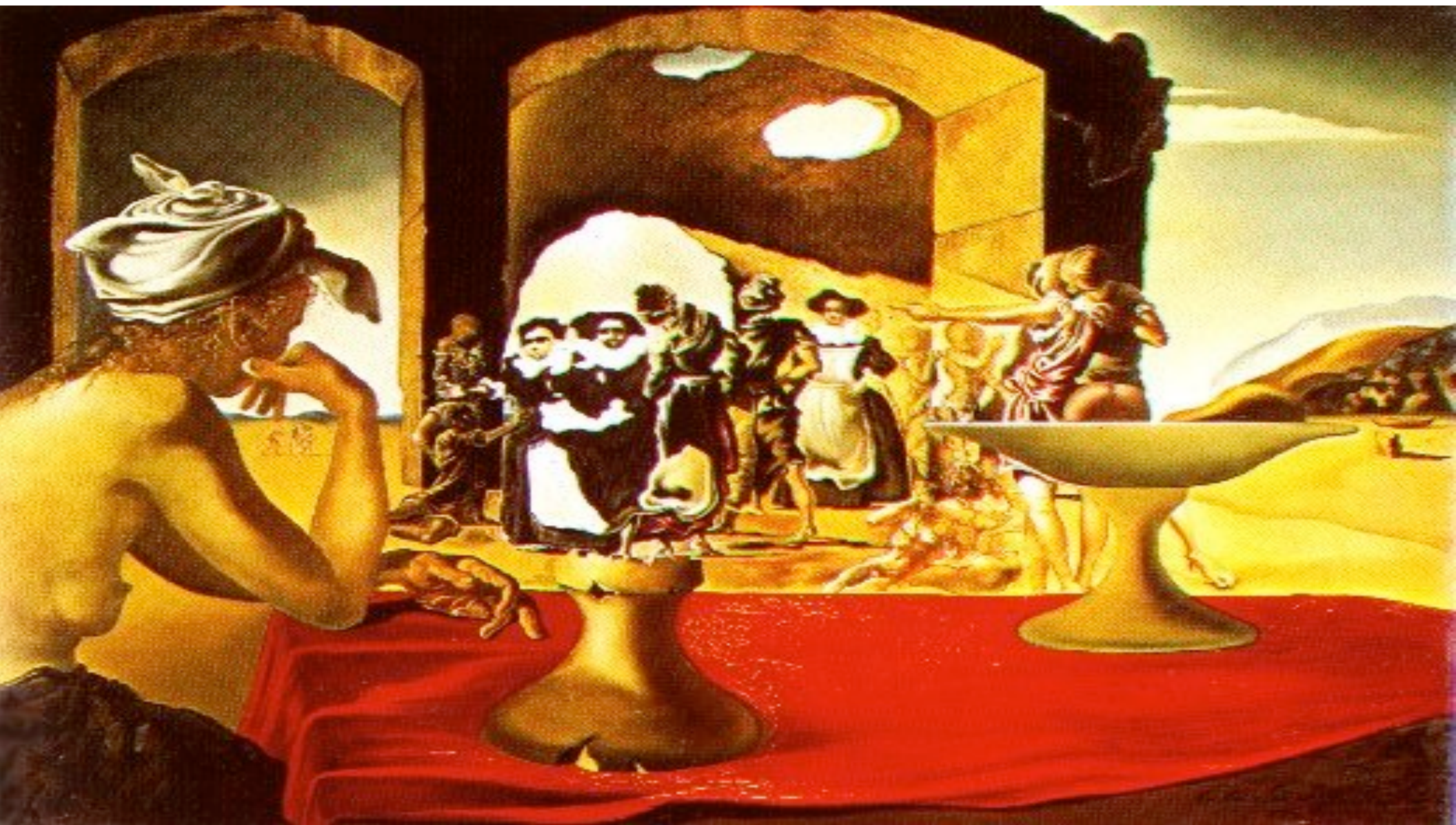














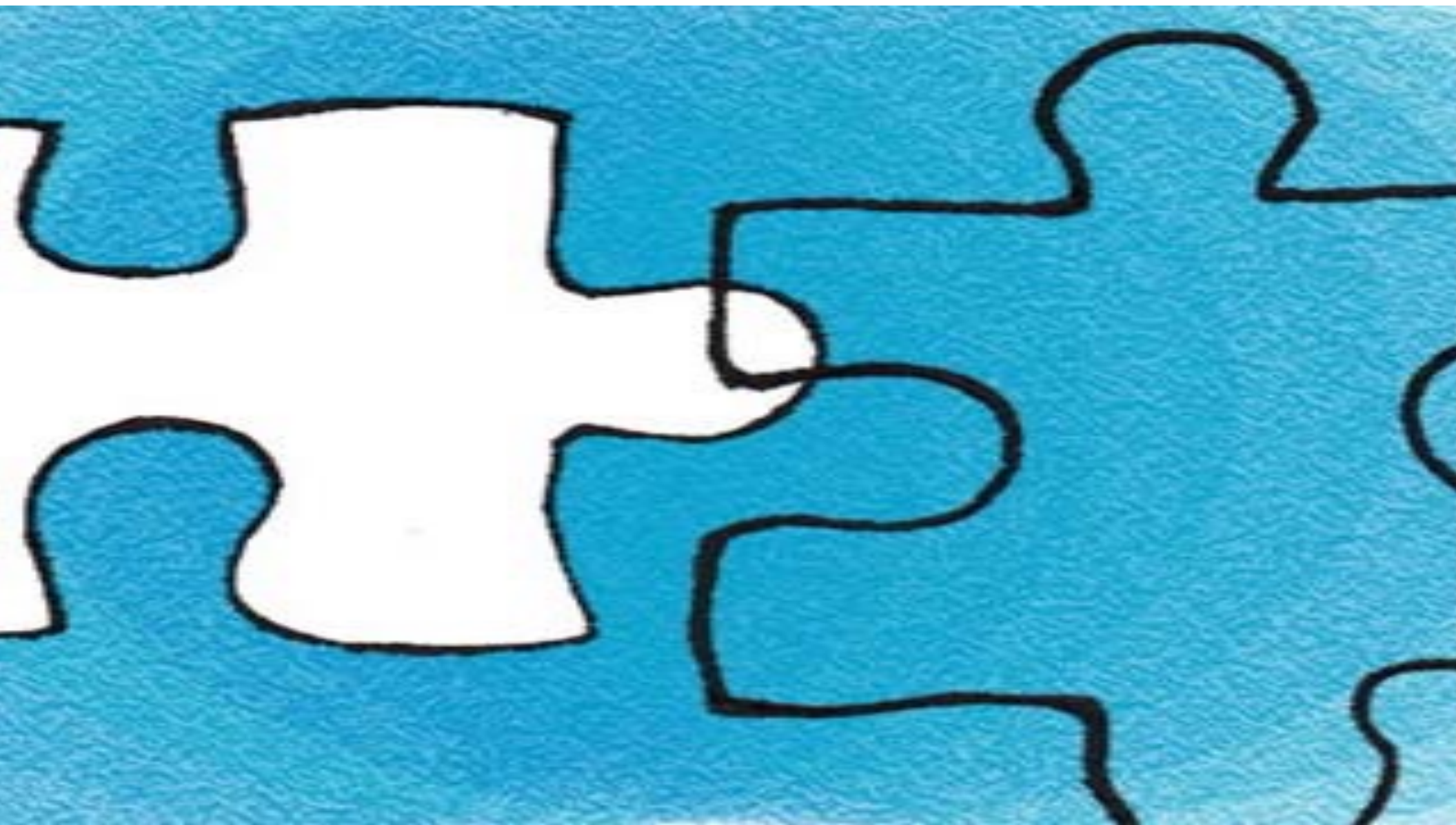
INTERPRETING "MYSTERY & DANGER"





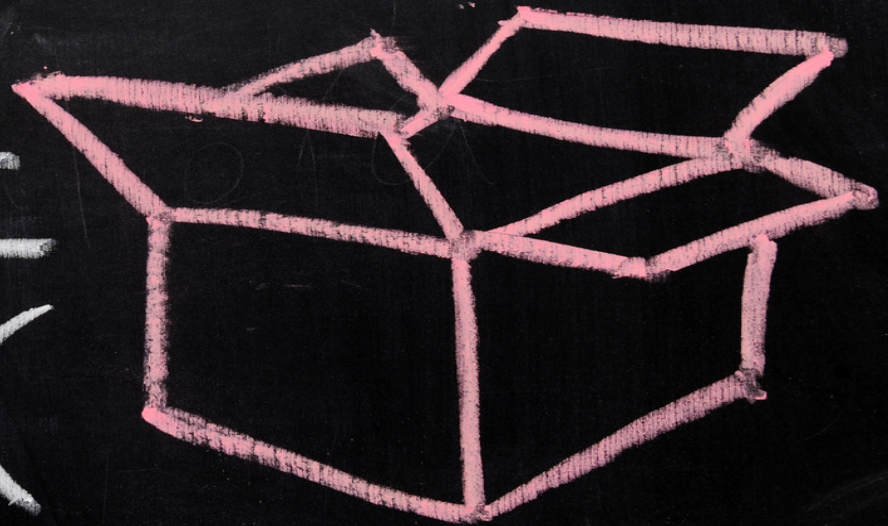
GRADING ART







THINK  
OUTSIDE  
THE  
BOX



THANKS!

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